

## Strand Classes

namespace Strand Classes

```
export class Background  
draw()
```

```
export class Sun  
position: number  
position y: number  
draw()  
move()
```

```
export class Cloud  
position: Vector  
size: Vector  
draw()  
fly()
```

```
export class Boat  
position: Vector  
draw  
swim()
```

```
export class Beach  
position: Vector  
width: number  
draw()
```

```
export class Volcano  
position: Vector  
min: number  
max: number  
color low: string  
color high: string  
size: Vector  
draw()  
explode()
```

```
export class Person  
position: Vector  
color: string  
clothing color: string  
draw()  
move()
```

```
export class Bird
```

Team nan in Klassen und mit  
interfaces arbeiten?

constructor - ds

```
interface Vector  
x: number  
y: number
```

```
constructor -  
- position  
- position y  
this.position x = - position x  
this.position y = - position y
```